

DC
MAXI-SERIES 6 of 12

AMETHYST

PRINCESS OF GEMWORLD

60¢
U.K. 25p
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★ ★ ★

NO. 6
OCT.

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BY THE
COMICS
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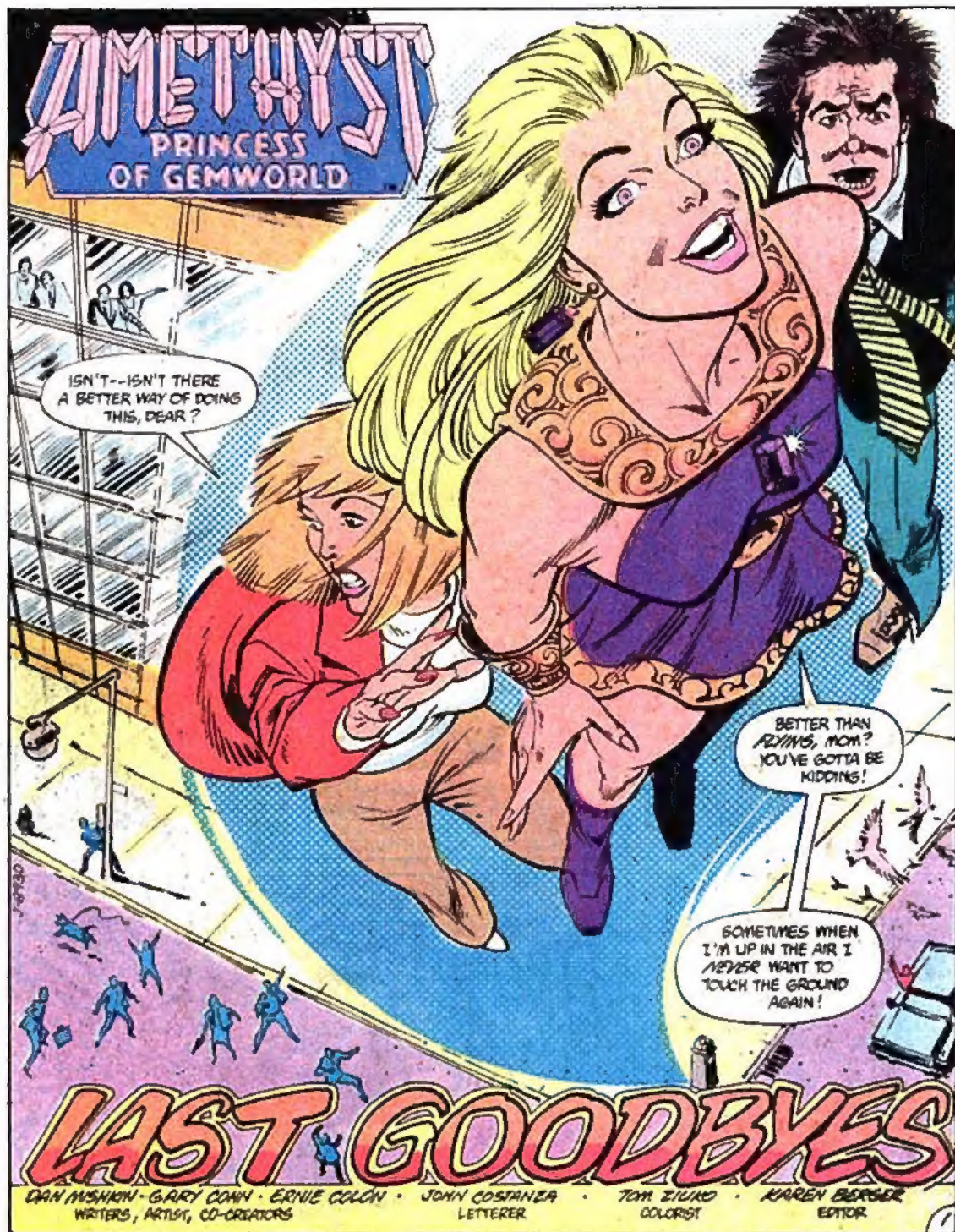
PÉREZ & COVON

THE NEW



THERE'S NO
STOPPING
US NOW.

C-484



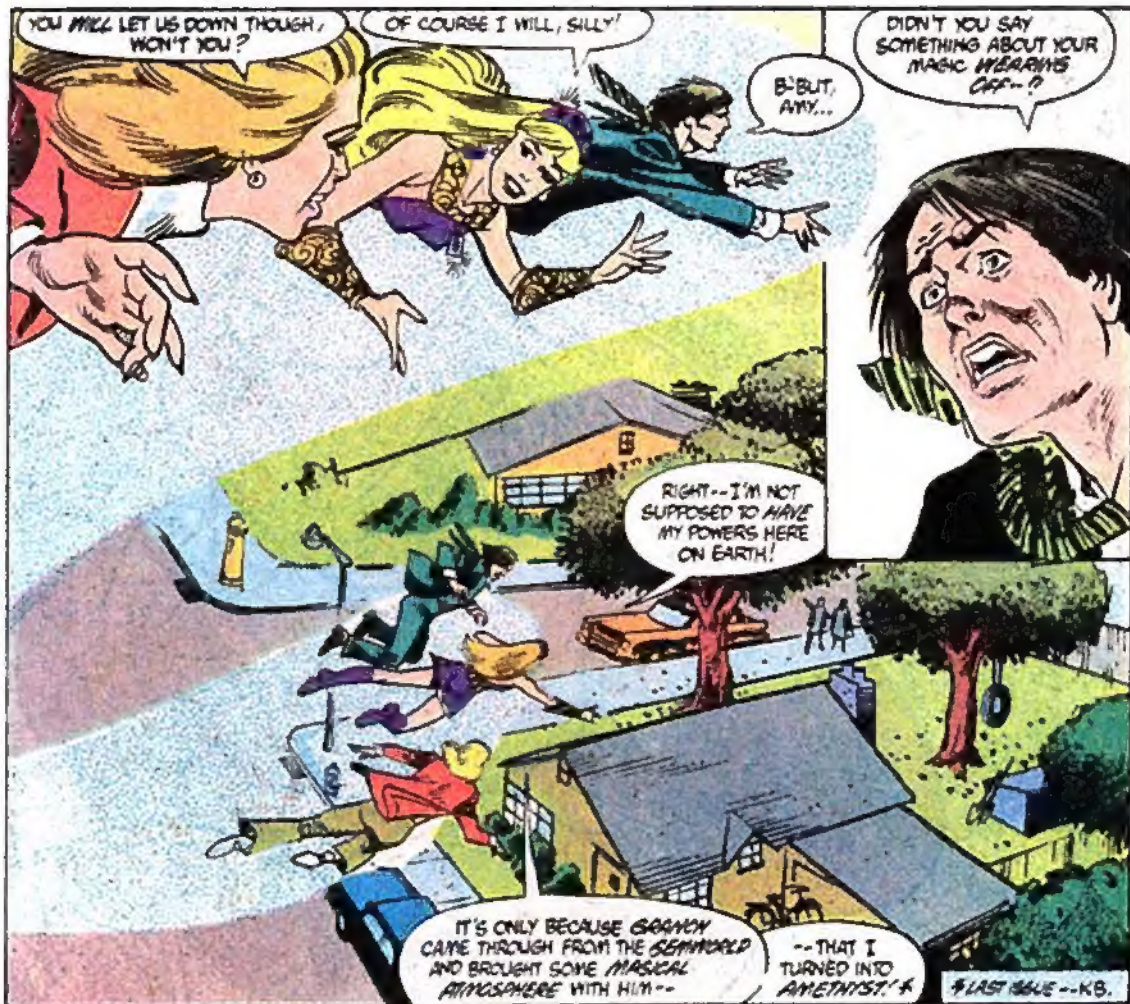
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Advertising Representative: Sanford Schmagr & Co., 355 Lexington Avenue, New York, N.Y. 10017, (212) 391-1400

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AND SOON, INSIDE THE WINSTON HOME...

...SO I FOUND MYSELF IN THIS CASTLE, WEARING THESE REALLY WEIRD CLOTHES--

--AND EVERYONE CALLING ME "PRINCESS AMETHYST"!

IT WAS ALL SO STRANGE, AND YET--I FELT LIKE I BELONGED THERE!

I SUPPOSE...WE ALWAYS KNEW THAT SOMETHING LIKE THIS COULD HAPPEN--

--SINCE THAT DAY THIRTEEN YEARS AGO...

I'M SO SORRY, MARION... WE COULDN'T SAVE THE BABY.

IT'S A TERRIBLE THING, BUT YOU CAN--

"THAT WAS WHEN WE SAW THE LIGHT-- AND THE WOMAN IN YELLOW... I IMAGINE IT'S THE ONE YOU CALLED CITRYNA..."

"BEFORE WE KNEW IT, MOM WAS HOLDING A BEAUTIFUL BABY IN HER ARMS AND THE WOMAN HAD VANISHED WITHOUT A WORD..."

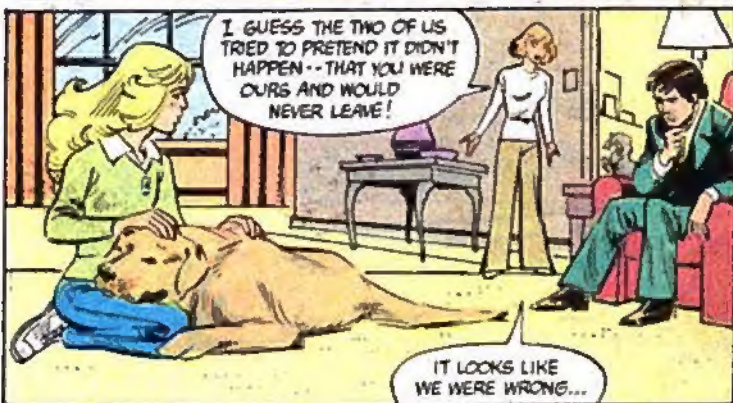


"AND THOUGH WE HADN'T TALKED ABOUT IT MUCH, MOM SAID--"

AMY... WE'LL NAME HER AMY.

"--AND SOMEHOW THAT SEEMED RIGHT."

NOW WHAT WAS I JUST SAYING? YES-- A PERFECT DELIVERY AND A PERFECT BABY.



I GUESS THE TWO OF US TRIED TO PRETEND IT DIDN'T HAPPEN-- THAT YOU WERE OURS AND WOULD NEVER LEAVE!

IT LOOKS LIKE WE WERE WRONG...



BUT I'VE GOT AN OBLIGATION... THE FATE OF THE GEMWORLDS UP TO ME!

STAY, TAFFY.

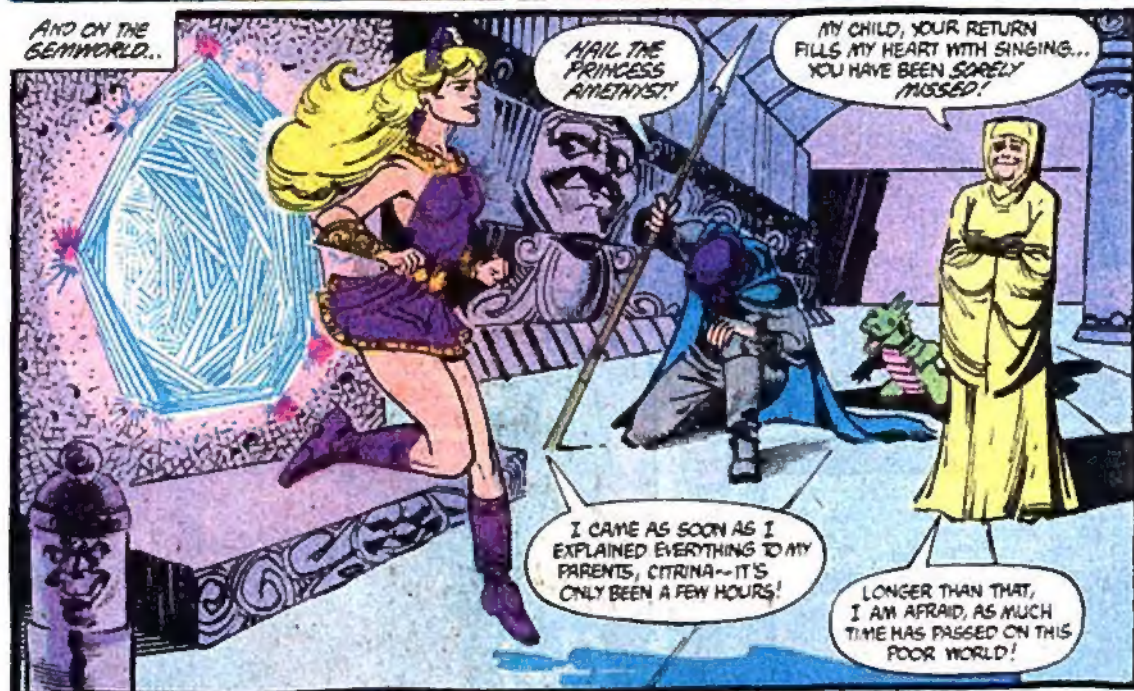
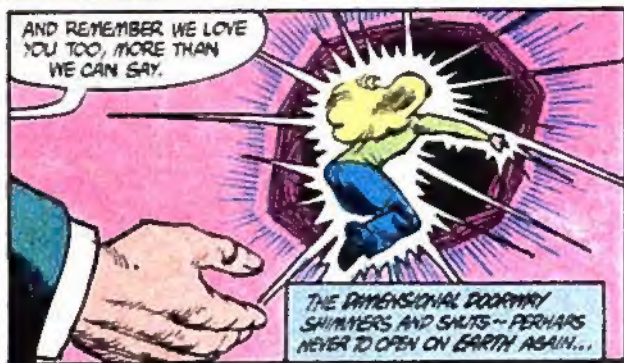
I'VE GOTTA GO!

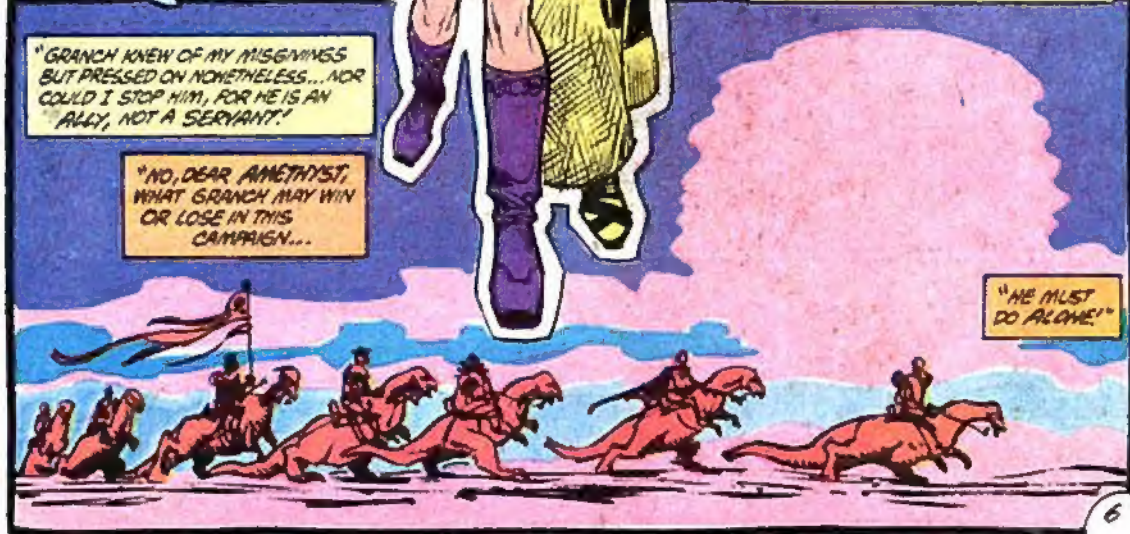


OH, MOM, IF IT WAS ONLY THE ADVENTURE PART, I'D GIVE IT UP... I'D STAY ON EARTH!

I'M GOING TO MISS YOU SO MUCH!

CONTINUED ON 3RD PAGE FOLLOWING





OVER MANY YEARS, IN MANY HOUSES OF THE GENWORLD, THE WITCH-MOTHER'S VOICE HAS BEEN OBEYED...

...AND TODAY THE WOULD-BE RULER OF THIS WORLD ACCEPTS CITRINA'S JUDGMENT TOO!

AMETHYST WILL REMAIN--
TRAINING FOR THE DAY WHEN
THE BATTLE IS HER'S ALONE
TO LEAD...

...TRAINING IN THE ARTS
OF COURAGE AND COMBAT...

THREE BULLSEYES
IN A ROW! IT'S AS IF
I WAS BORN FOR
THIS!

...AND OF SURVIVAL!

NOW YOU'RE
THINKING,
PRINCESS...

YOU CAN'T
TRACK NO FOUR-
LEGGED CRITTER--

--'LESS YOU GET
ON ALL FOURS
YOURSELF!

AND WITH HER DAILY LESSONS
COME OTHERS MORE
PROFOUND...

I NEVER KNEW I COULD
FEEL THIS STRONG--OR
THIS SURE OF MYSELF!

THEN, AFTER EACH EXHAUSTING
DAY AND EACH NIGHT OF
DREAMLESS SLUMBER--
IT BEGINS ANEW...

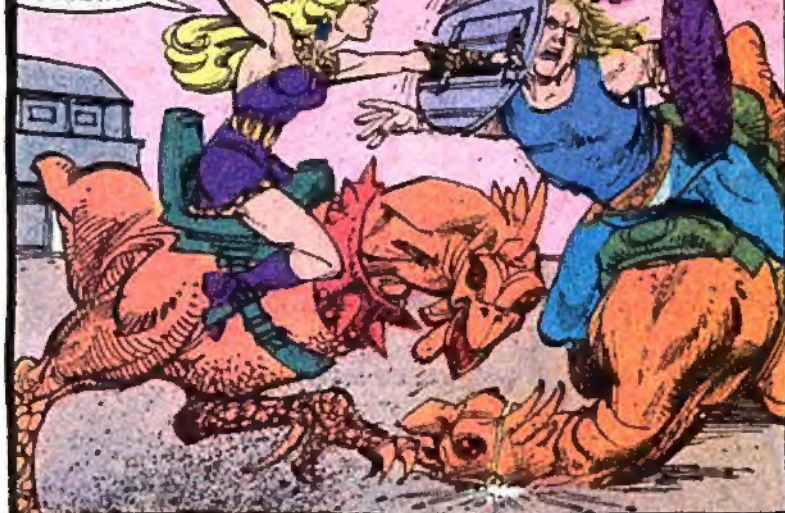


DAWN, MY PRINCESS...
TIME TO ARISE!



...ALL UNDER CITRINA'S
WATCHFUL AND APPROVING
GAZE!

YOU SHOULD HAVE
MINDED YOUR
SWORD, GALTIR!
I'VE GOT YOU
NOW!



BUT I THINK YOU LET
ME WIN ON PURPOSE!



BY MY
HONOR,
PRINCESS, I
DID NOT!

ON THE TRAINING GOES--AND
THOUGH THEY DO NOT TELL HER,
ANETHYST'S TUTOR'S WHISPER TO
EACH OTHER--



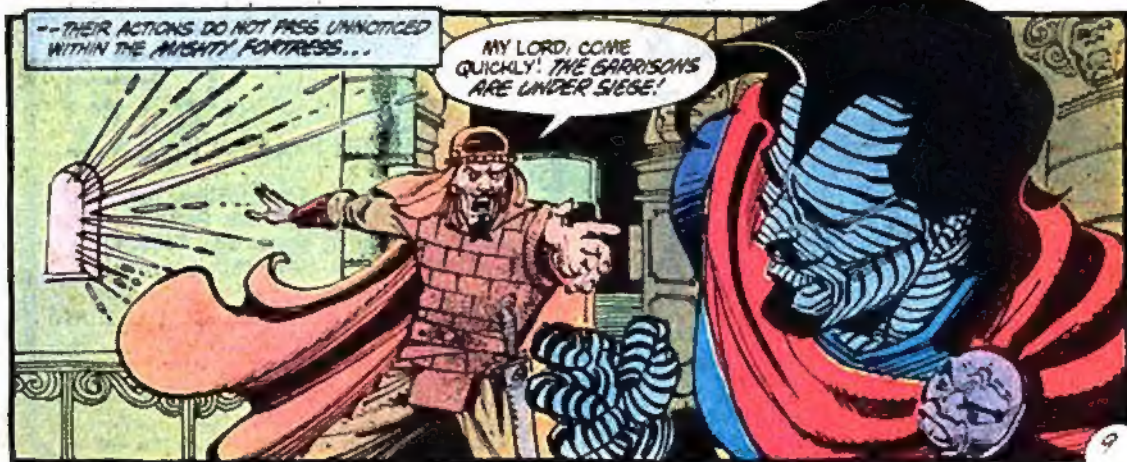
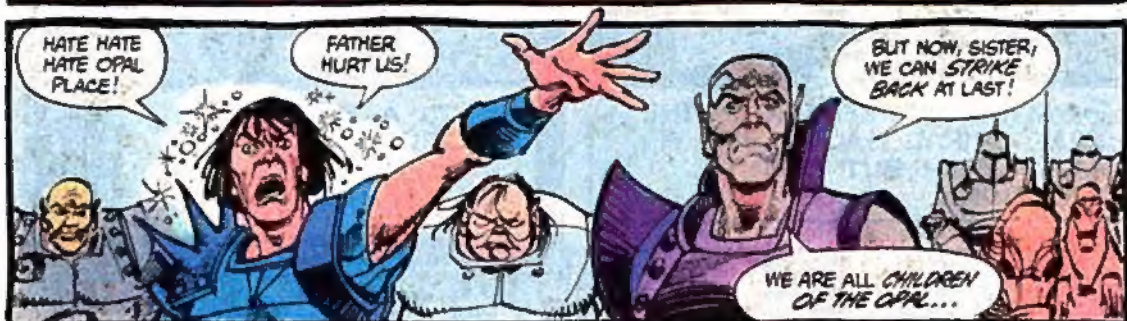
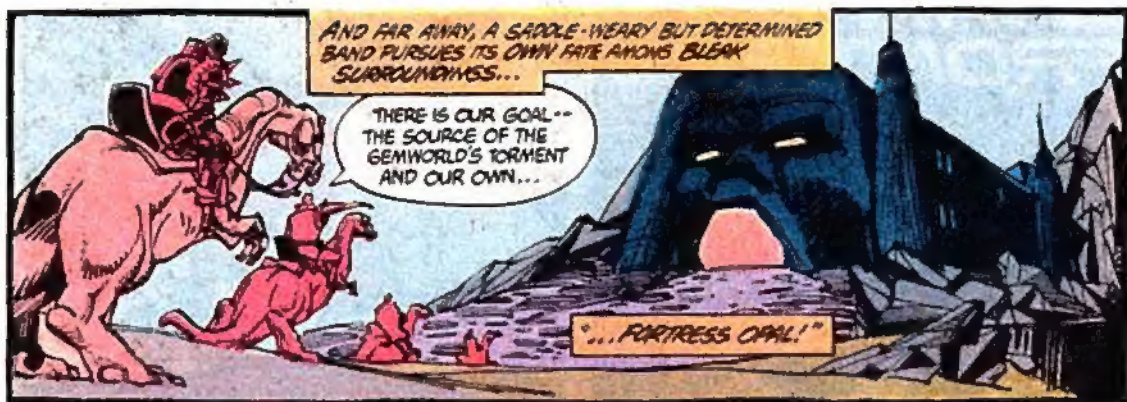
--THAT THEY HAVE NEVER KNOWN
A MORE APT PUPIL...



...OR ONE MORE
SUITED TO FULFILL A
GREAT AND NOBLE
DESTINY?



CONTINUED ON 2ND PAGE FOLLOWING



MY SISTER'S MAGIC IS UNHINDERED BY THE NULLIFYING SPELL!
IT CHURNS WITHOUT CEASING IN HER ADDLED MIND!

THAT IS HER LIFELONG
CURSE--AND OUR
PRESENT ADVANTAGE...

...IF SHE CAN
CONTINUE TO CONTROL
THE MYSTIC ENERGY!

THINK ONLY OF REVENGE AGAINST DARK OPAL,
MY SIBLINGS!

THESE
HALLWAYS WILL
RUN BLACK
WITH HIS FOLK
BLOOD...

... AND CRIMSON
FROM THE DEATHS OF
THOSE WHO WOULD
DEFEND HIM!

WITH GORGON AS THEIR
FERCE LEADER, THE
ATTACKERS KILL MANY
A MAN WITHOUT A
CASUALTY OF THEIR
OWN...

BUT STIFFENED BY THEIR LOSSES-- OVERCOMING THEIR SURPRISE--
THE SEASONED DEFENDERS OF THE HOUSE OF OPAL NOW TURN THE
TIDE OF BATTLE...

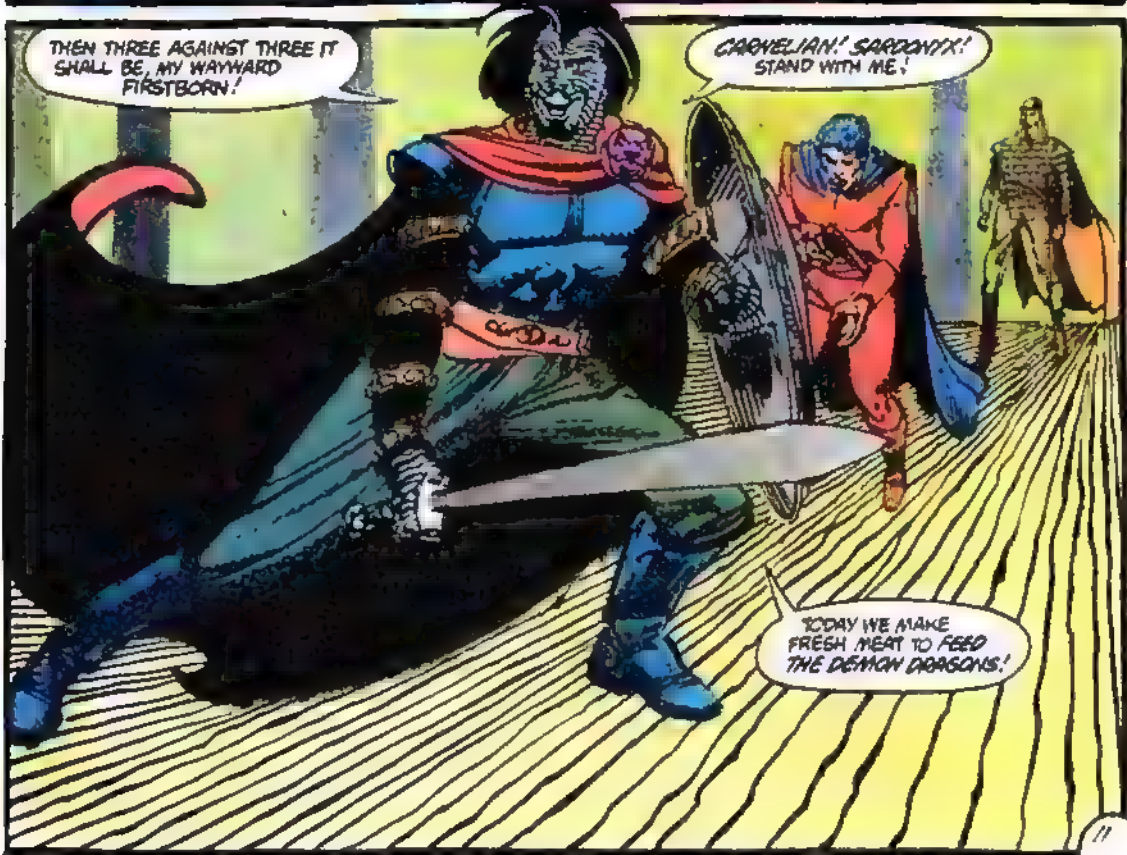
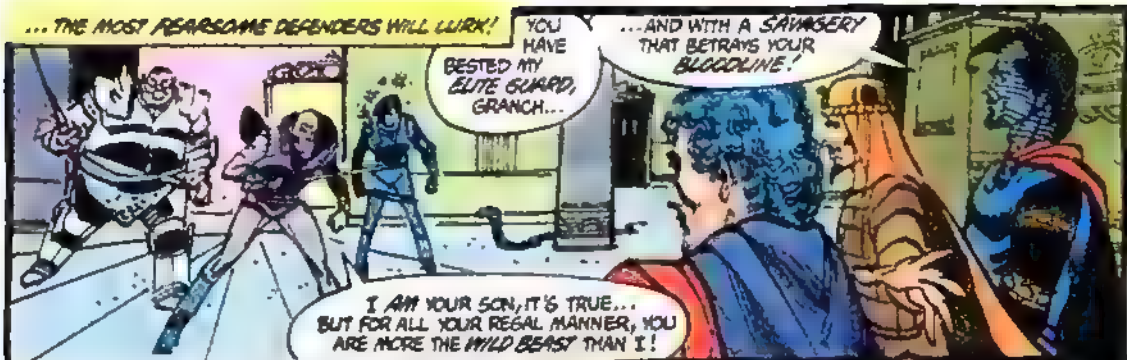
--AORSH--

DIE, YOU
FREAKS!

FOR THE DARK
LORD AND VICTORY!

URK--

AND WITHIN DARK
OPAL'S OWN CHAMBERS...



MEANWHILE, AT CASTLE AMETHYST...



ALL RIGHT, CITRINA, I'LL TRY IT AGAIN, BUT--

THAT SHADOW! WHAT--?



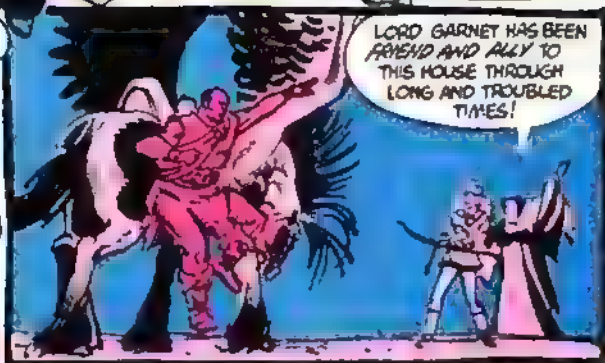
IT IS I, YOUNG AMETHYST...

I, LORD GARNET OF THE STORMY PEAKS--WARRIOR KING AND ONCE YOUR FATHER'S MASTER!



MY FATHER'S DEAD! AND IF YOU HAD ANYTHING TO DO WITH THAT...

NO, AMETHYST-- DON'T!



LORD GARNET HAS BEEN FRIEND AND ALLY TO THIS HOUSE THROUGH LONG AND TROUBLED TIMES!

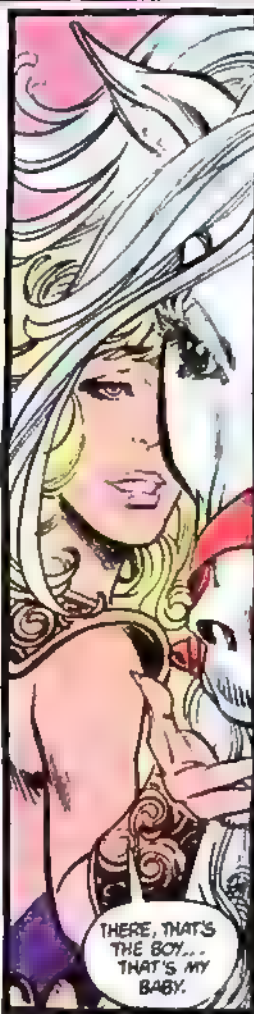


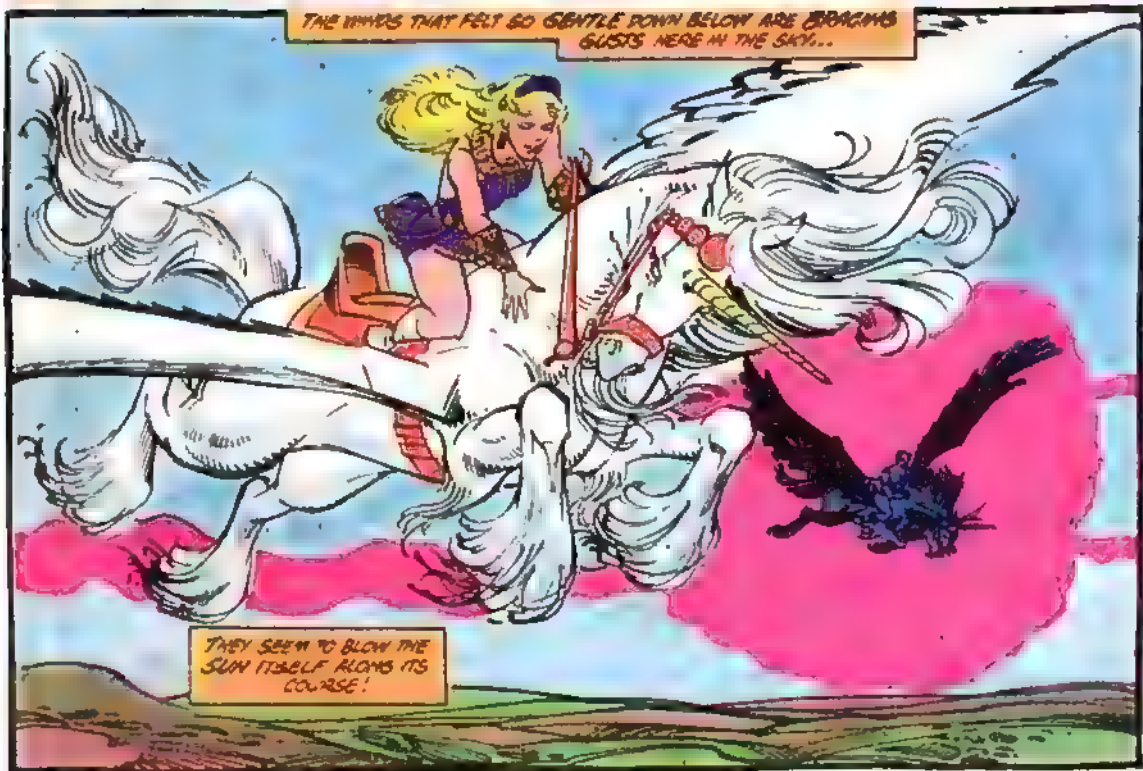
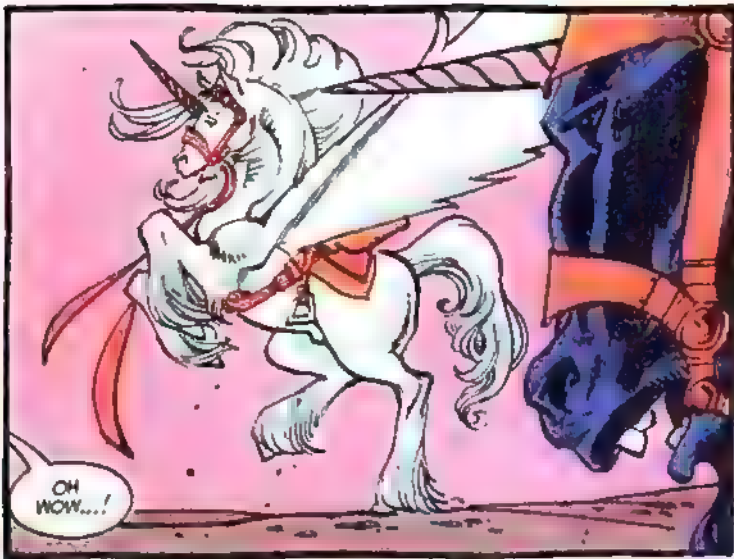
HE TAUGHT YOUR FATHER IN THE ARTS OF WAR!

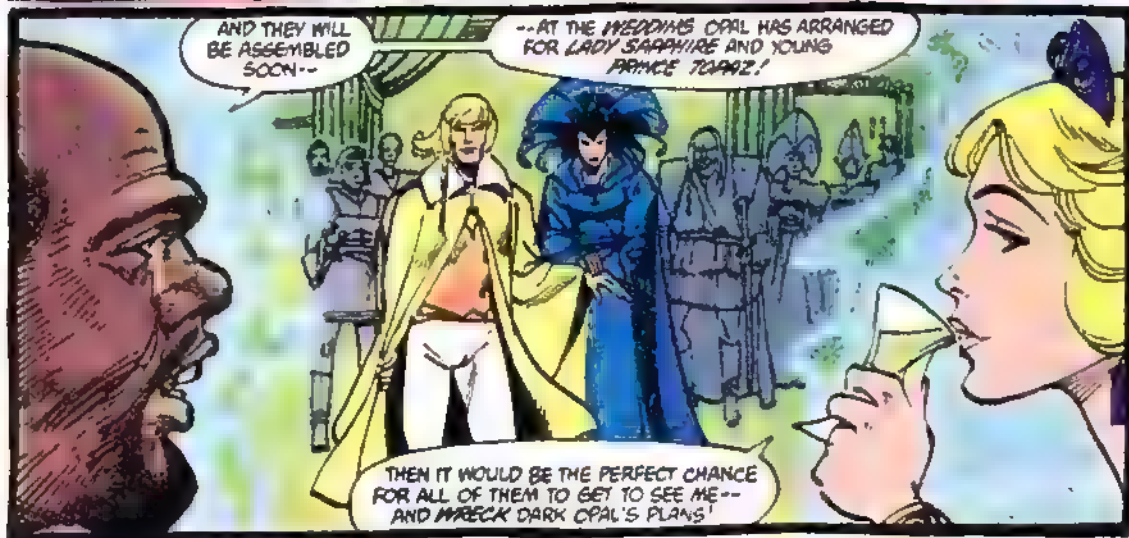
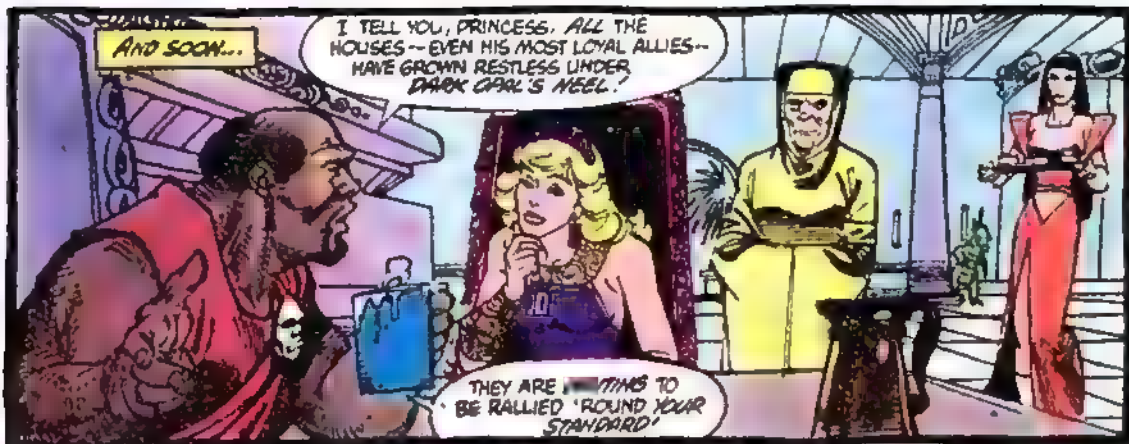
OH-- I MASTER AS IN "SCHOOL-MASTER" ... SORRY.



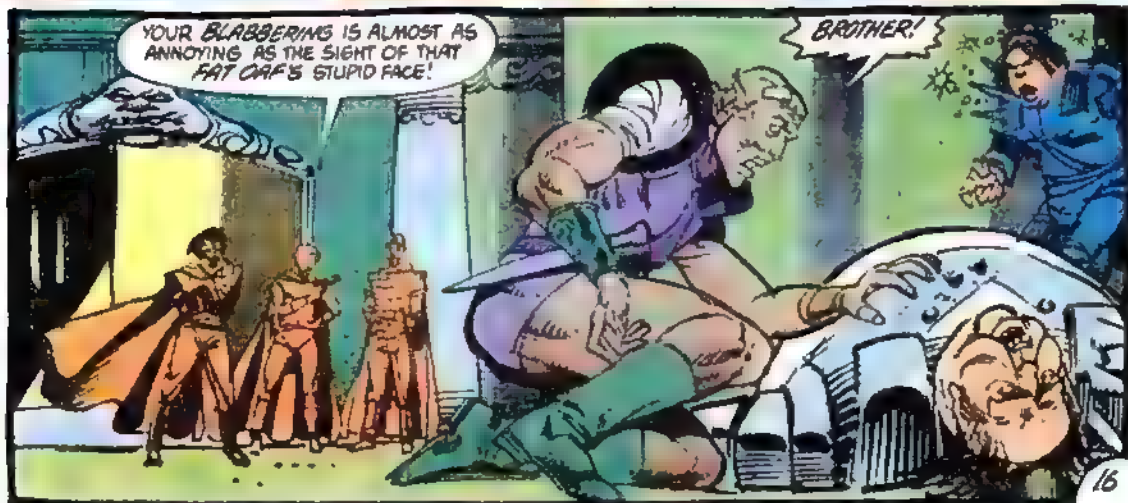
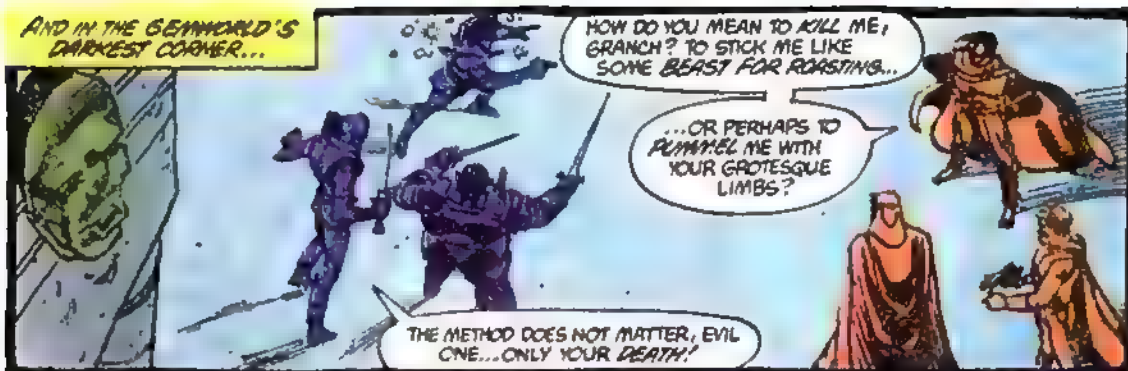
YOU HAVE YOUR FATHER'S TEMPER AND YOUR MOTHER'S CHARM...

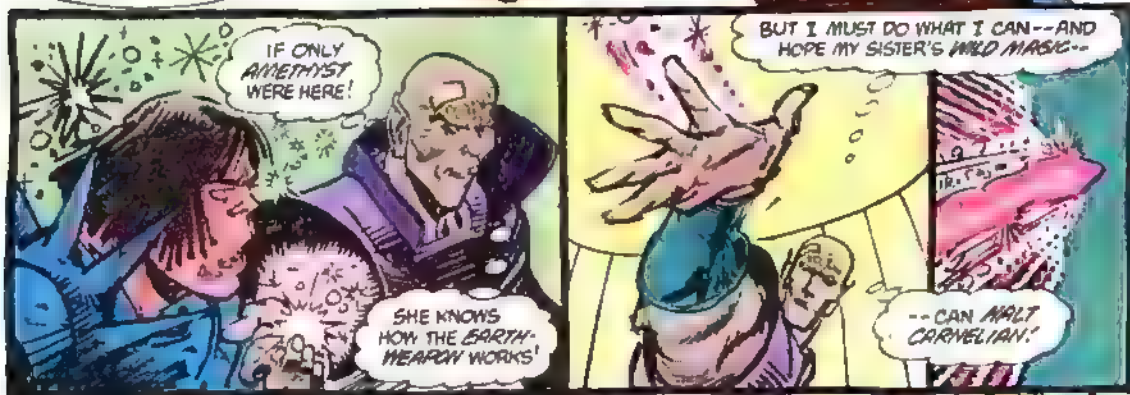
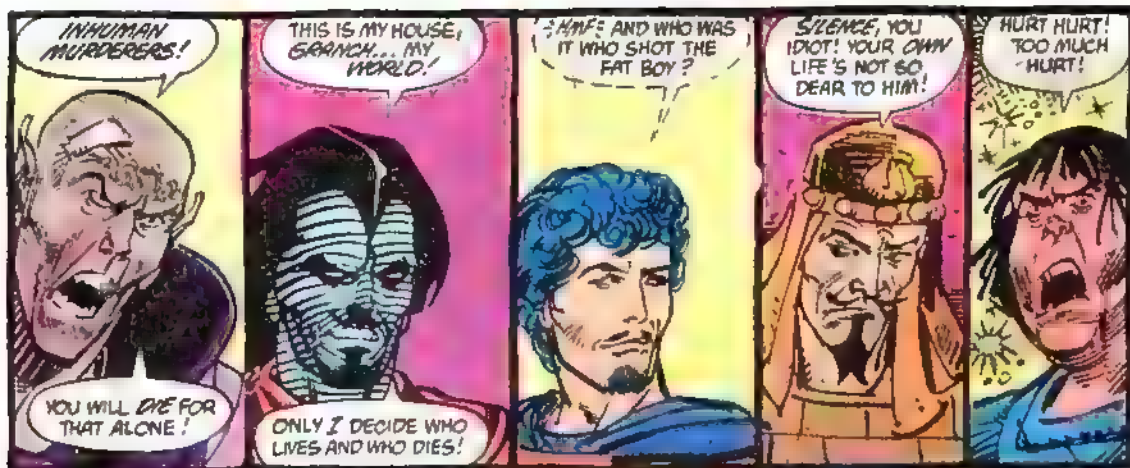


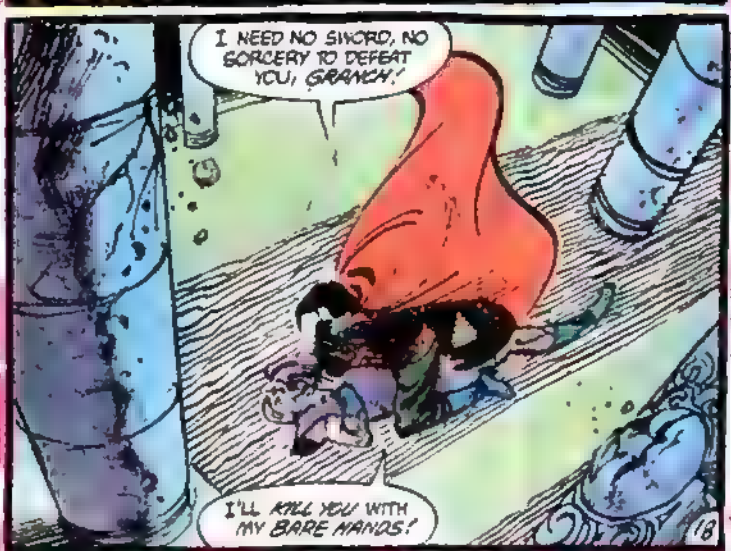


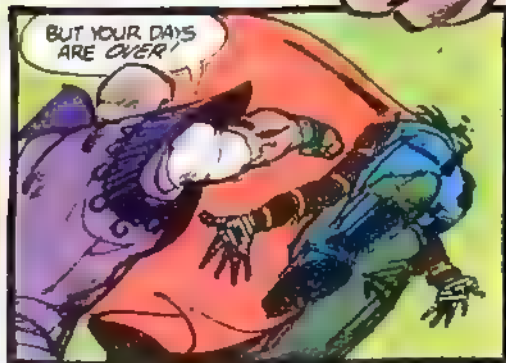


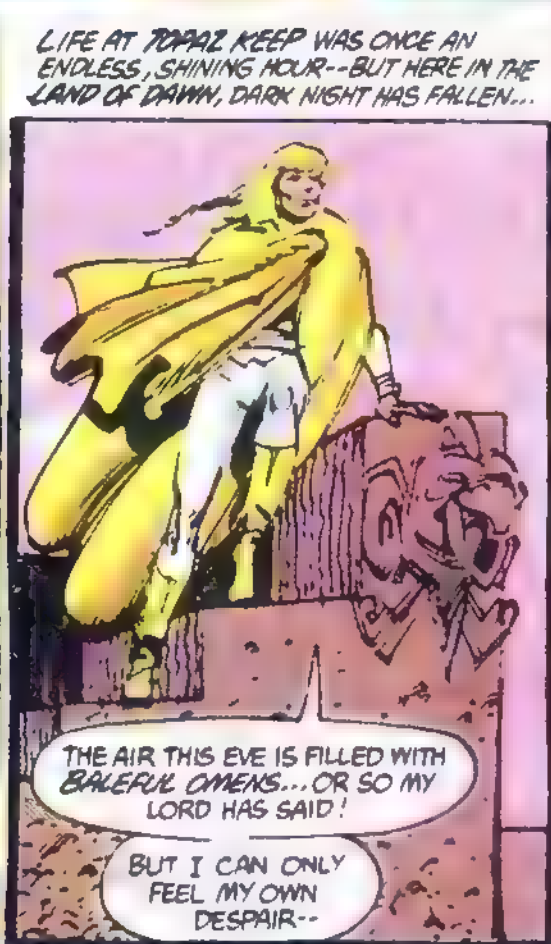
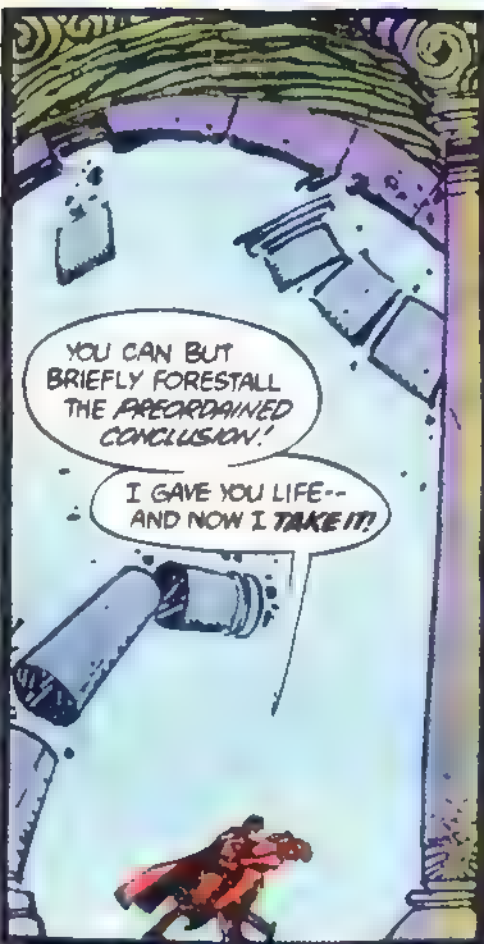
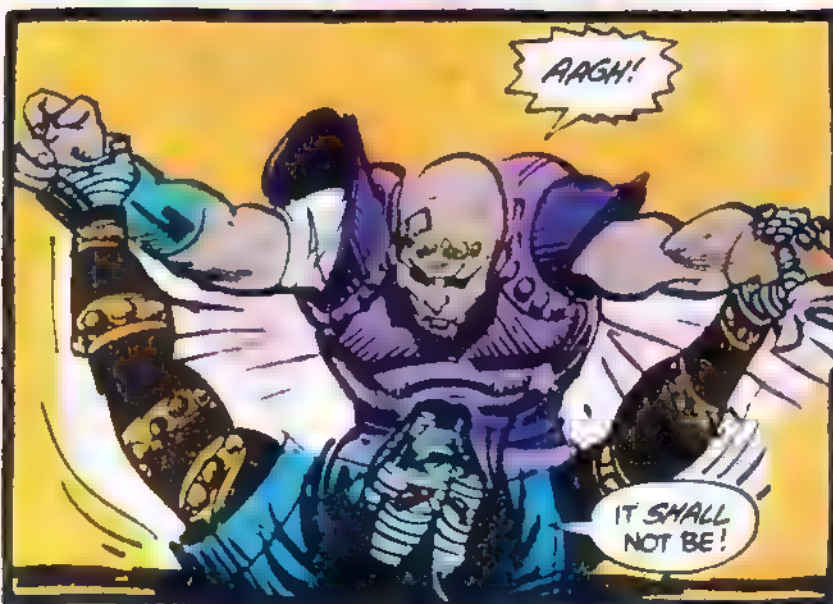
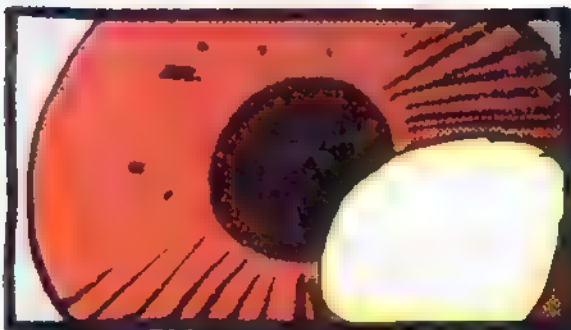
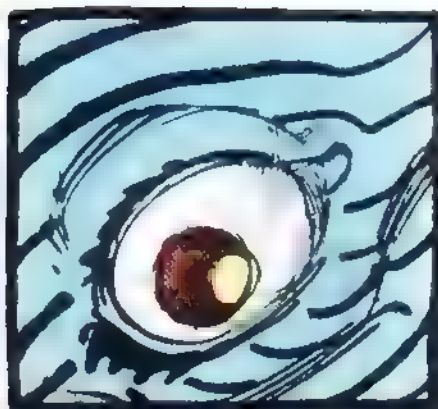
AND IN THE GENIOWORLD'S
DARKEST CORNER...

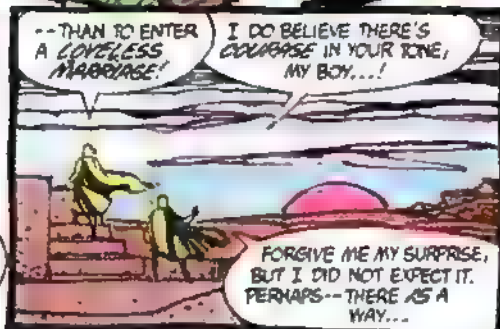
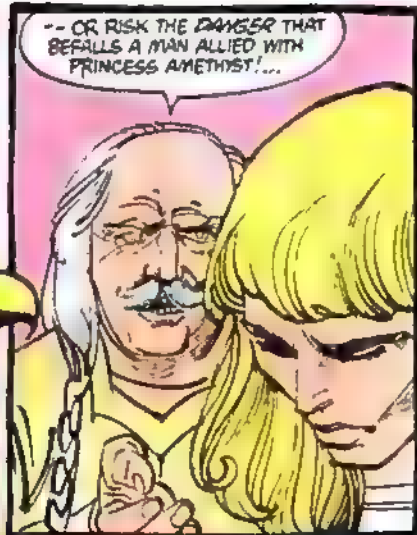
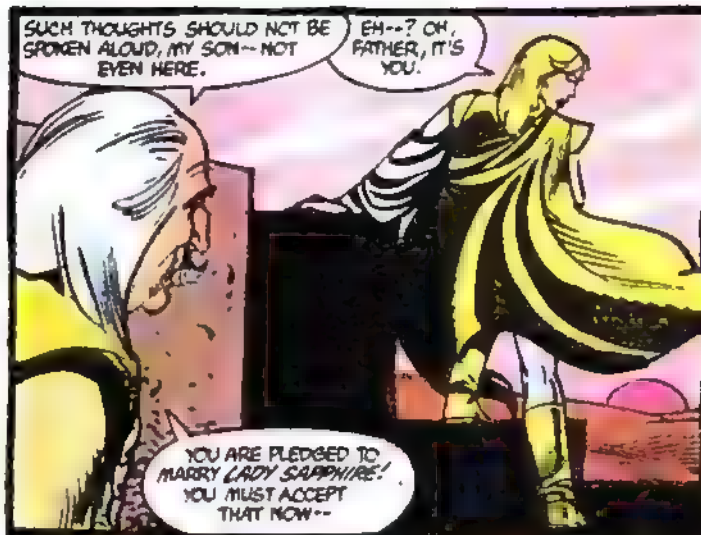












MEANWHILE...

Ah, Springtime at last!
A time when the flowers bloom, the trees bud and the grass grows green.

A time when a young man's fancy turns lightly to thoughts of love... or baseball.

...or comic conventions!

If comic conventions are your thing, DC'll be there! Come this time of year most comic pros start making plans to attend at least their favorite convention (and maybe one or two more!) You guys and gals have been good to DC Comics this year and we want to repay your loyalty in some way other than just producing the best books we can, so we decided to send as many of those pros to conventions as we possibly could so you'd have an opportunity to meet and chat with the creative folk who labor so mightily to bring you your favorite comics each month. Who? Well, how about Roy Thomas, Joe Kubert, Don McGregor, Jerry Ordway, Robert Loren Fleming, Jose Garcia-Lopez, Gerry Conway, Marv Wolfman, Karen Berger, Gene Colan, Len Wein, Keith Pollard, Trevor Von Eeden, Ernie Colon, Elliott S! Maggin and yours truly among others! And how about New York (twice!), Philadelphia, Chicago, San Diego, Anaheim, Houston, Orlando, Ottawa, Washington, D.C. and Boston as the cities that host conventions at which DC Comics will be represented. Throw in Sal Amendola at each of those shows looking

for hot new writers and you begin to get an idea of the scope of our commitment. Of course all of these people won't be at all of these conventions. Somebody has to stay behind to watch the store and to get next month's issue of your favorite comic out the door, but somebody (or bodies) will be at every one of them and we'll be out in force for the "biggies" at San Diego, Chicago and New York. Watch the Fanzines, local advertising by the cons and anywhere else such news could come from for specifics. As of this writing the schedule looks like this:

June 25-26 Creation
Anaheim
July 2-3-4 Forbidden Planet
International SF & Comic
Convention
July 9-10 Multi Media
Philadelphia
July 16-17 Ottawa
July 22-24 Chicago
July 29-31 Houston Comic
Fair '83
July 30-31 Washington,
D.C. Creation
Aug. 4-5-6-7 San Diego
Comicon
Aug. 13-14 Orlando
Creation
Sept. 24-25 Orlando Con
(Jim Ivey)
Sept. 9-10 Multi-Media
Boston

Now, remember... we won't all be at all of these conventions. Please check their ads before making travel plans. We wouldn't want you to be disappointed.

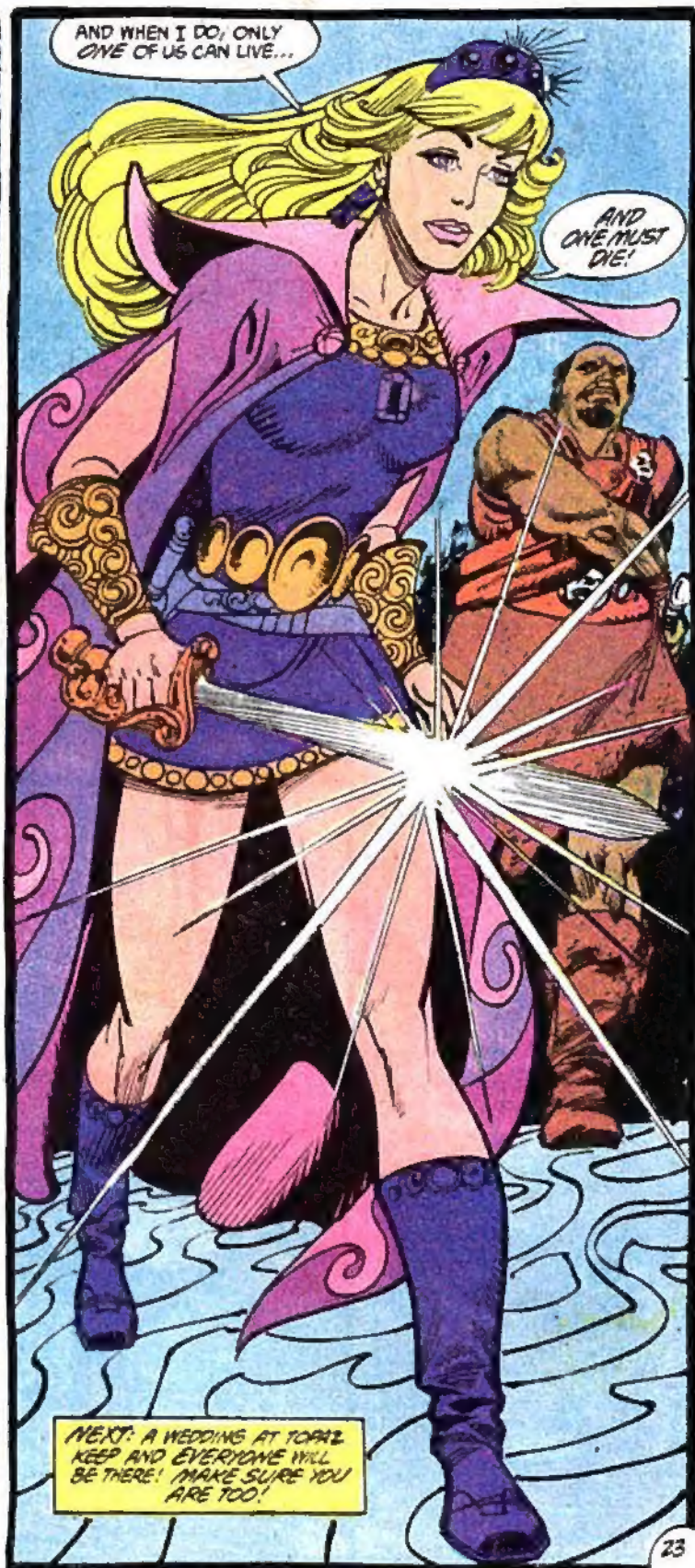
If you can find your way to one of these conventions, I assure you that your time will be well spent, if you like comics, of course. In addition to being able to meet some of the most admired creative people in comics, a DC group will be there with slide shows, panel discussions and whatever other "goodies" we can lug with us to tell you about what's going to be new and exciting from DC for the balance of the summer and fall and winter. Joe Kubert will preview *Redeemer* his first new strip in decades; rising stars Robert Loren Fleming and Trevor Von Eeden will introduce *Thriller*, a bold new look in comics; Gerry Conway and Jose Luis Garcia-Lopez will show you the all new *Atari Force*, an exciting spin-off from the Atari Force comics that were packed in with selected Atari Video game cartridges this year. This is Jose's very first regular assignment and will bring Jose the recognition he deserves. Most pros consider him to be the most underrated artist in comics today; Roy Thomas, Jerry Ordway and Mike Machlan will bring you the new Super-Heroes from Earth Two who call themselves *Infinity, Inc.*, a really neat looking bunch of youngsters, if you ask me!

Of course, there'll be much more! For example, we'll be handing out free copies of the first ever *DC Sampler* at many of these conventions—a full color 32 page comic book that allows you to sample DC's full line of comics! Perhaps we'll be able to provide a few more guests if their work schedules permit. Keep your fingers crossed... but keep movin' toward the convention nearest you. I'll see you there... and maybe you'll get a chance to ask me why I always end this column with—

Thank you and Good Afternoon.

Dick







As you've already noticed in AMETHYST #5, Cathy, our purple princess is sporting a short skirt. We felt she needed a more fantasy-looking costume and I think the new skirt does the trick. And in answer to your second question, yes there are black people in the Gemworld as you've seen this issue, as well as people of other races whom you'll be seeing further on in the series.

Dear Gary,

Having just completed AMETHYST #3, I felt that it was about time that I congratulated you (and Dan, Ernie, John, Tom and Karen) on creating a masterpiece of fantasy.

The detail expressed in the story and art is simply incredible, making the Gemworld a very real place. "Tangled Web" was indeed, just that. By increasing the detail and history of the Gemworld, you make it more interesting than "just another world". Now, *Amethyst, Princess of Gemworld* practically drips with plot, all of it intriguing and promising more in the future. Interestingly enough, I cannot term any of it "subplot", because it all, potentially leads directly to Amy/Amethyst's destiny. I hope, however, that by increasing the amount of detail, characterization, etc., you do not ignore or forget any of what you have begun. Remember, you only have nine more chapters to tie up all loose ends.

Amy's relationship with her parents, Amethyst's throne, Granch's right to the House of Opal, Carnelian's earthbound heritage and countless other facets of the story (many of which we have yet to see, undoubtedly) have to be resolved by AMETHYST #12. I realize by the time you see this letter, the only thing left to do is the cover of #12, knowing the lines of production and all, but my wish to see everything resolved remains:

Continued success!

Robert Hagihara
16631 SE 24th St.
Bellevue, WA 98008

Thanks for all your compliments, Robert. But, loose ends in my series, never!

Dear Editor:

I must admit that I have never written to a comic book company before, but the quality of your book, *Amethyst, Princess of Gemworld*, is excellent and I would like to compliment you on producing such fine work.

However, there is one fine point that requires explanation: How can Amy be 20 yrs. old on Gemworld and 13 on Earth when two days pass on earth for a stay of a few hours on Gemworld (cf. p5 n.3)? If this were the case, a 20 yr. old person on earth ought to be 13 on Gemworld. May I suggest a reason for Amy's older "self"? The passage of time within the dimensions of earth and Gemworld is related monotonically across these two dimensions. What this would mean is that sometimes 2 hours would pass on Gemworld for 2 days on Earth and at other times 2 days would pass on Gemworld for an hour on earth. The only restriction that this monotonic relationship imposes is that Amy could never return to Gemworld or Earth before she left. Therefore, since time is allowed to vary as wildly as one might like while adhering to the above restriction, it is quite conceivable that Amy could be 20 on Gemworld while remaining consistent with the plot presented in issue n. 3.

Keep up the good work. If DC's quality keeps improving in this manner, you will have a new convert, namely me.

Sincerely,
Joseph M. Hary
45-14th Ave.
Santa Cruz, CA 95062

Your explanation of the time difference between Gemworld and Earth is exactly right, Joseph. About half of the letters we received on "Tangled Web" mentioned something about the time factor but you were the only one who hit it right on the nose! Good work!

NEXT MONTH: Come meet the other royal ladies and lords of the Gemworld as Prince Topaz and Lady Sapphire plan to tie the knot. Sparks will fly, but they're not sparks of love! See you then...

Karen

Dear Karen, Dan, Gary, Ernie, John and Tom,

WOW!!! Nothing else could do it. I have read tons of comics, but this is the first comic I have ever written to. In a word, AMETHYST #3 was fabulous!! Stupendous, great, wow!! I love this comic and I love DC!

Issue #3 was the first AMETHYST I have ever read. As you probably guessed I don't plan on it being my last. This is what I have been unconsciously waiting for in a comic. This comic actually woke me up. Super-hero comics lack the mystery and reference to the occult that I love. I get a small dose of that from Raven of the TEEN TITANS. NIGHT FORCE lacks super-heroes completely and that is not what I want. AMETHYST is the answer. AMETHYST is fantastic. It is literary and artistic perfection. It is my birthstone!

Lazournel C. Dugger
151 Surry Avenue
Petersburg, VA 23803

It's my birthstone, too, Lazournel. In fact, some of the folks at DC gave me an amethyst pendant for my birthday this year but, I'm still waiting for a magic portal to appear on my office wall!

Dear DC,

What can I say? AMETHYST looks good. Although many people will be writing about the greatness of Amethyst, I think that Amy Winston and her home life is ever more interesting. (Yes, I'm strange, but then I collect seventeen different comics a month and that'll do it every time).

I especially liked the ending, where her father was, instead of mad or angry, very understanding. That is a quality disappearing in many parents. My parents are nice and kind, but if I disappeared for two days and wouldn't talk...

But, before I go any further I must give credit where credit is due. John Costanza, I rarely notice the lettering in a comic, but you have made me take notice. A round of muchly deserved applause goes to you. The coloring was also very beautiful and deserves one of my personal awards which I have only given to one other comic, FIRESTORM. Ernie, I must say that you have done a strange, but wonderful thing in this book. You have made Amy Winston's home life and Amethyst's life as different as night and day. I applaud you, because many artists might draw all the people in the same style, but you don't.

This story was the best I've read for months. I would like to know who designed the logo because it's the best one except for the old Firestorm one.

Lance Yurko
Sixsmith Box 404
Alberta, Canada

Old master letterer, ace production artist and assistant production manager (whew!) Todd Klein designed the AMETHYST logo, Lance, as well as the logos for CAMELOT 3000, OMEGA MEN and TIME WARR. Thanks for taking notice of John's and Tom's wonderful contributions to the book. Many people don't realize how important lettering and coloring is to the total product of a comic and we appreciate it that you appreciate it.

Dear DC,

Amethyst is fabulous. She's smart, gutsy, has opponents worth fighting and a whole universe to discover. The art is also good, quite unique. Keep Amy her own woman, so to speak, don't even start her down the path of wishy-washiness. All the characters are great, too. Needless to say this has to be a regular series and I'll be the first to subscribe.

Two more things. Cover her up. The costume is fine if you give her an inch of material in the right places. Second, I'm sure there are some black inhabitants of the gemworld and I hope to be seeing them. Truly, the new DC is on the move.

Sincerely,
Cathy Edwards